

Figure 1

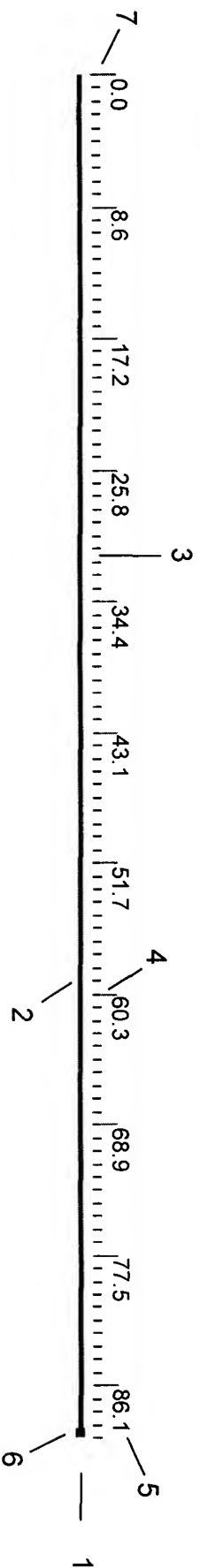


Figure 2

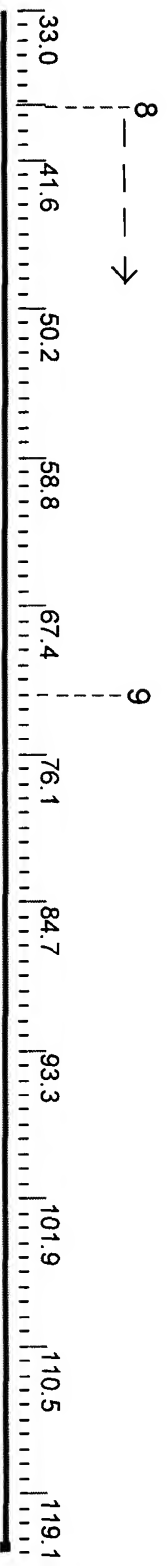


Figure 3

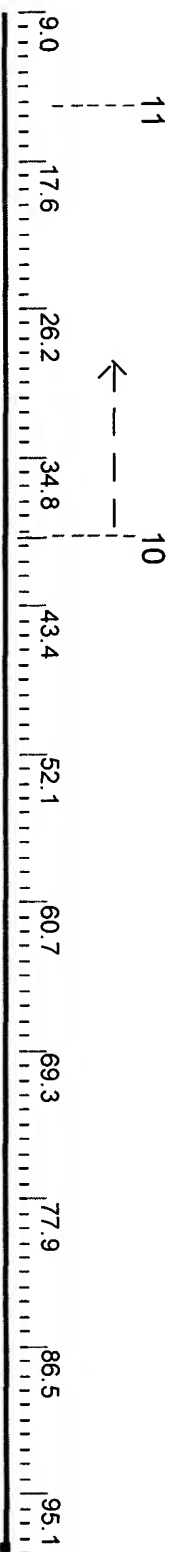


Figure 4

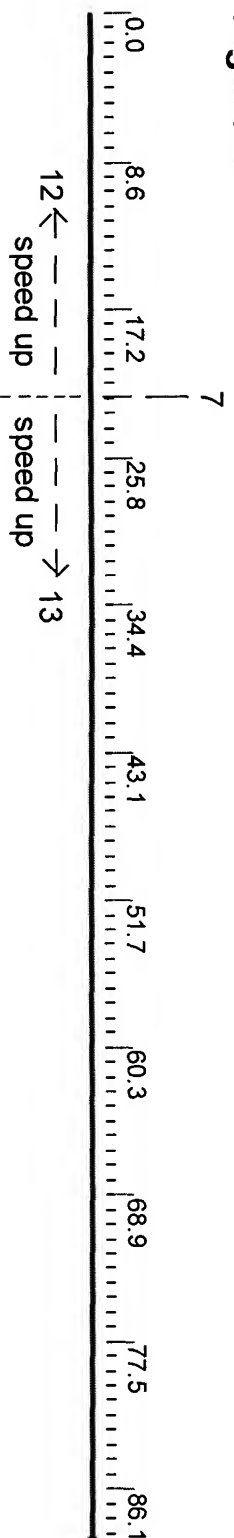


Figure 5

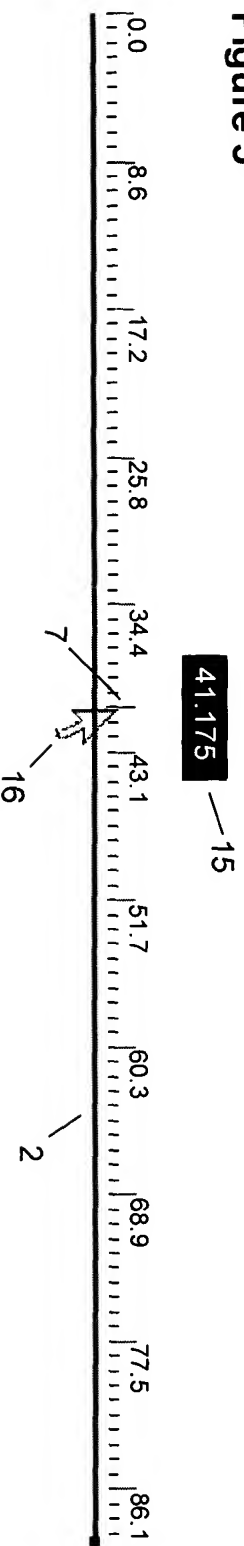


Figure 6

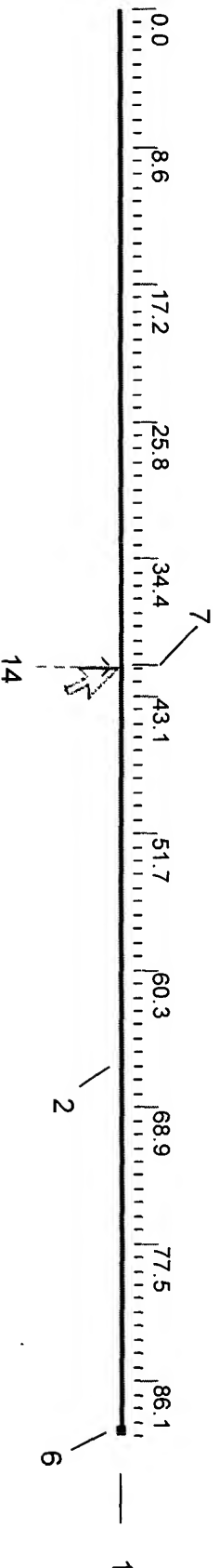


Figure 7

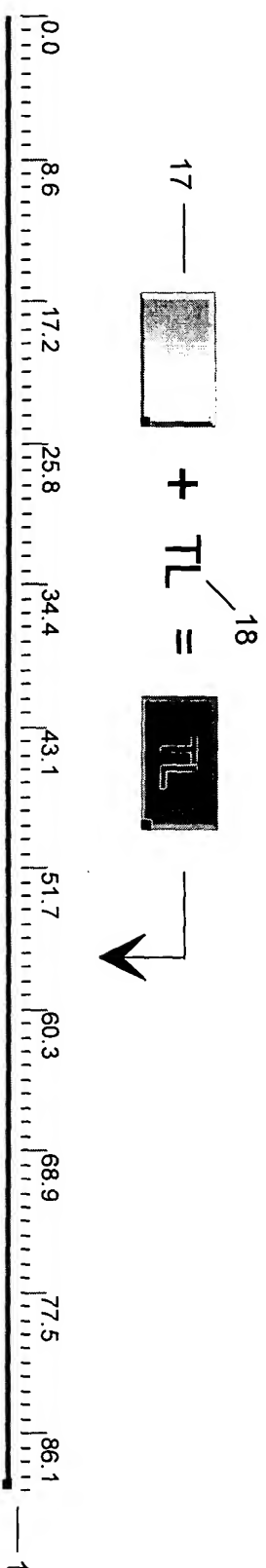


Figure 8

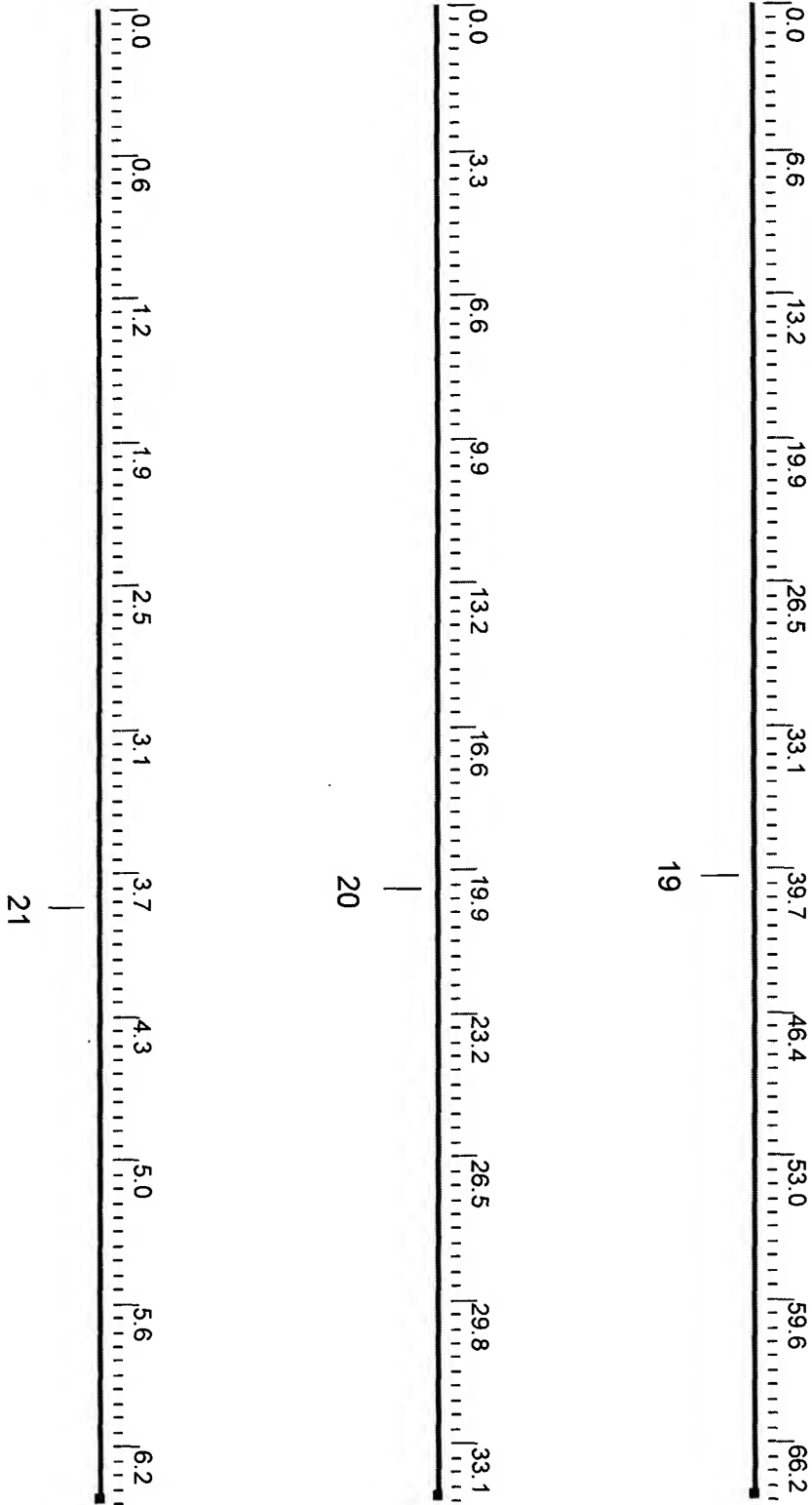


Figure 9

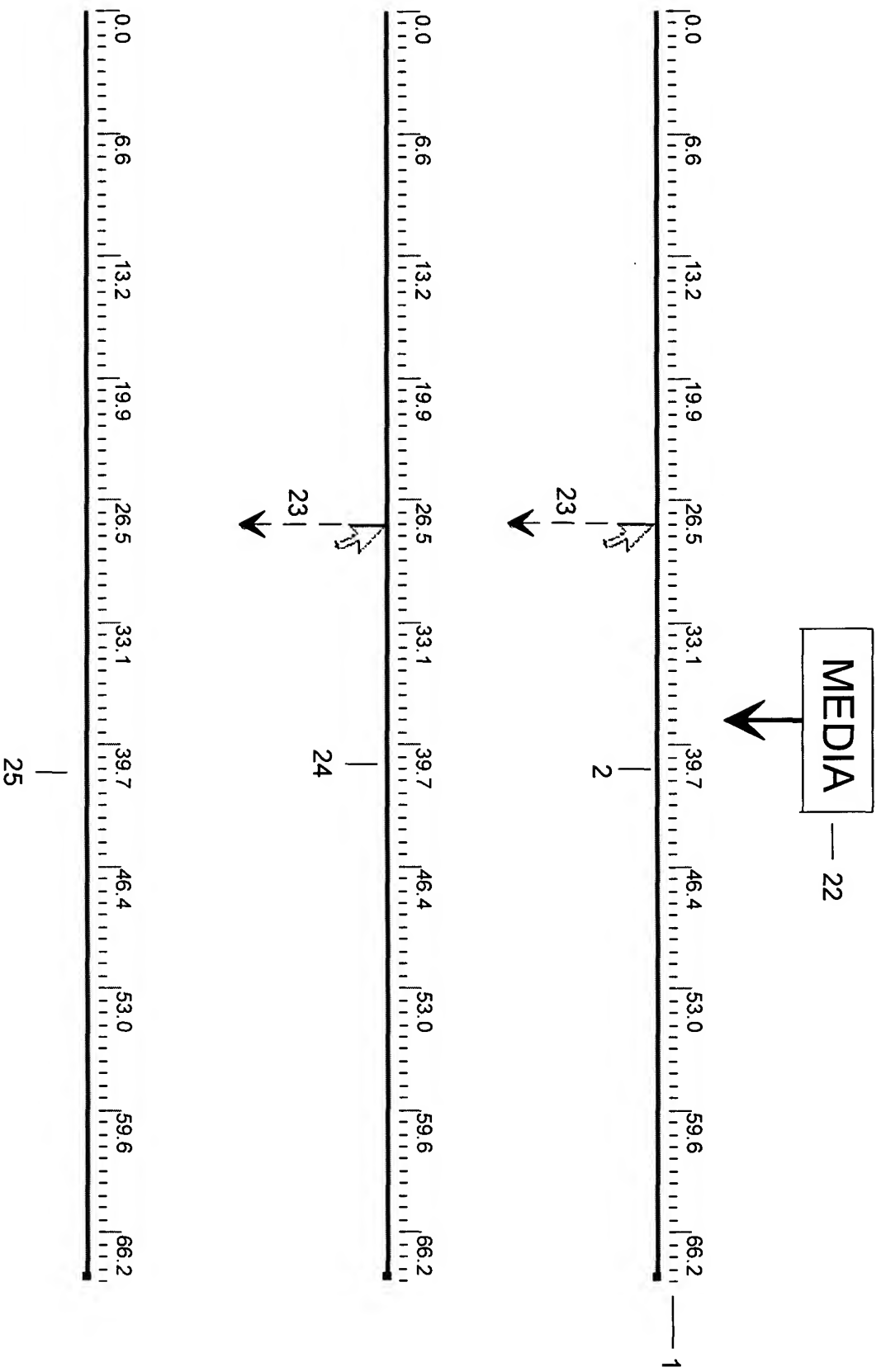


Figure 11

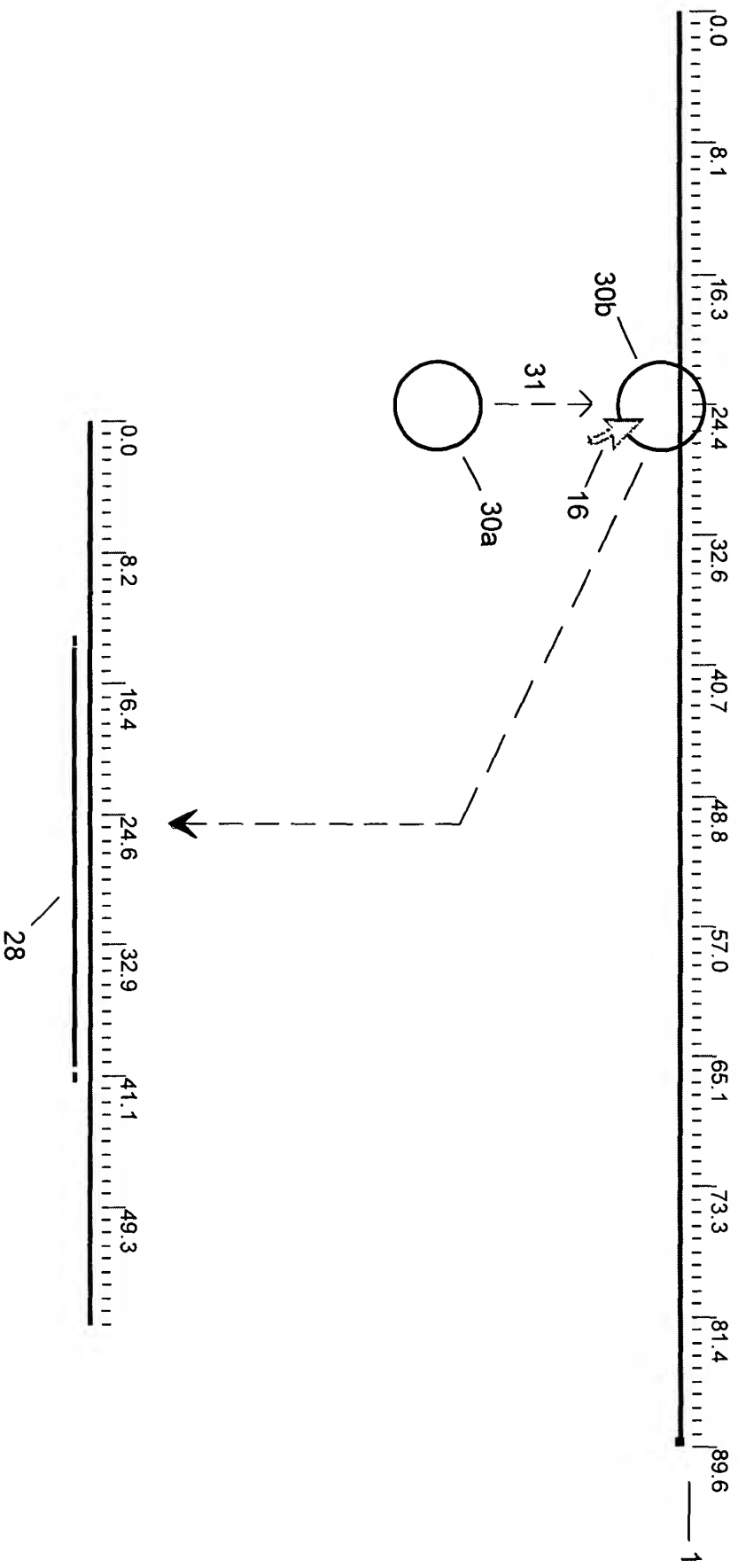


Figure 12

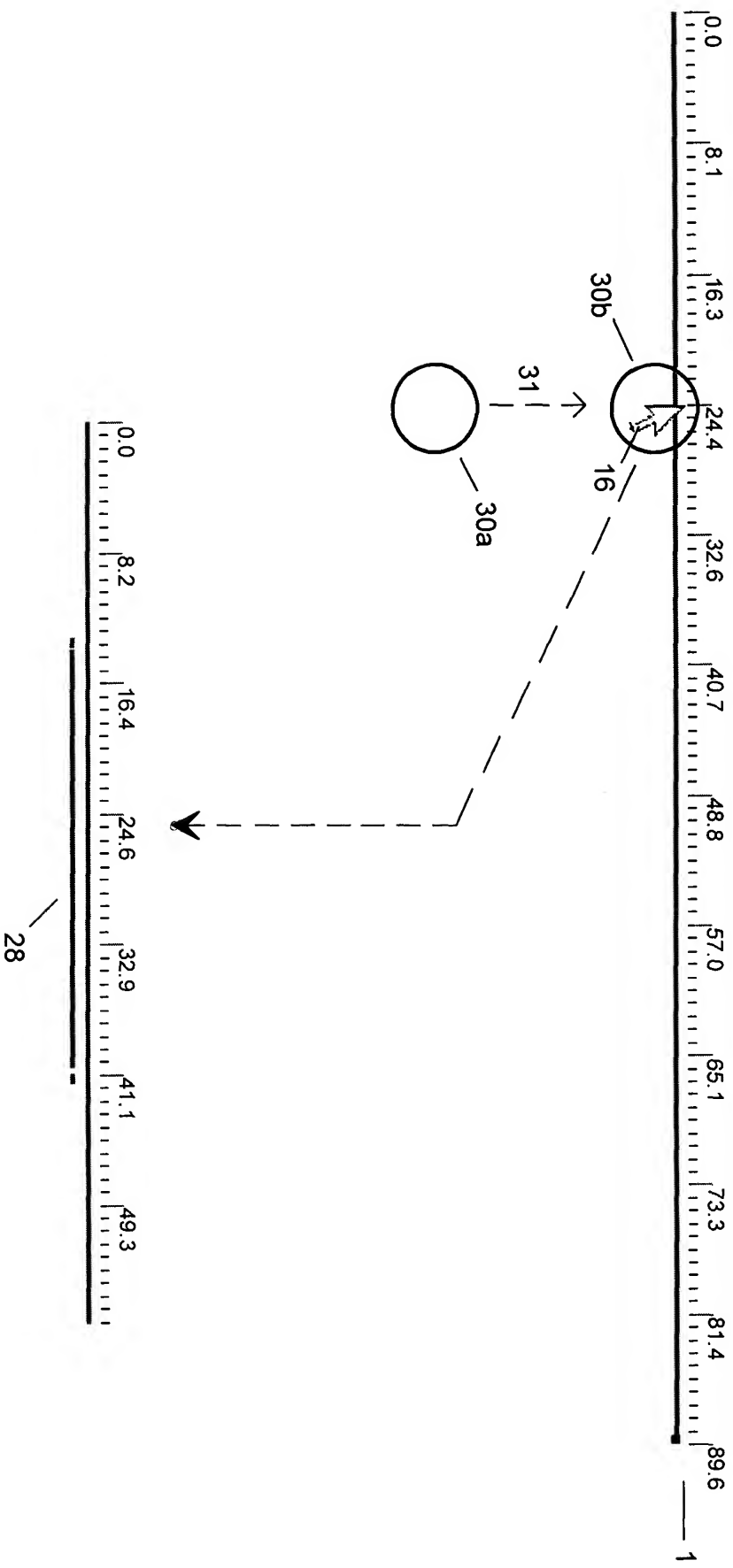


Figure 10

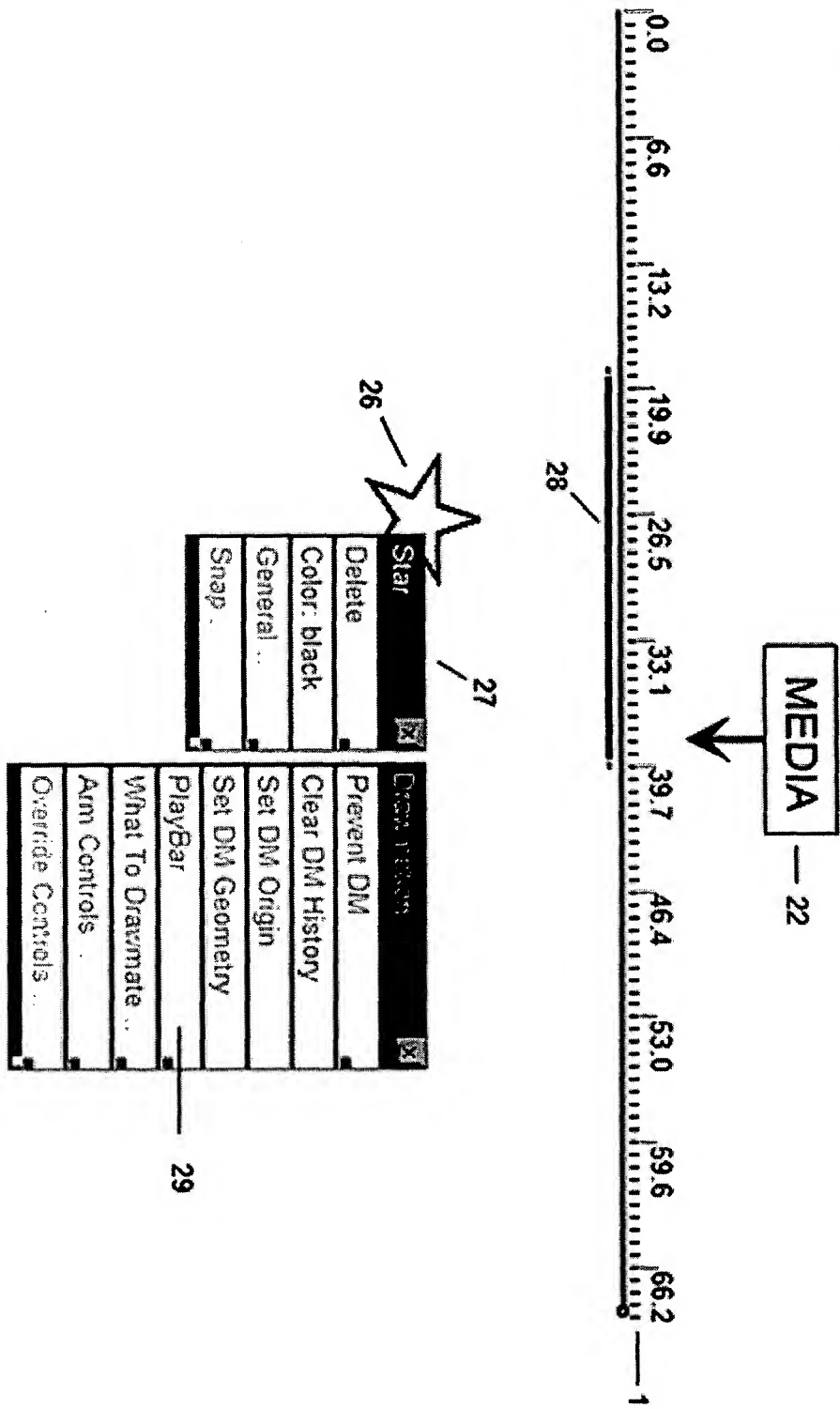


Figure 13

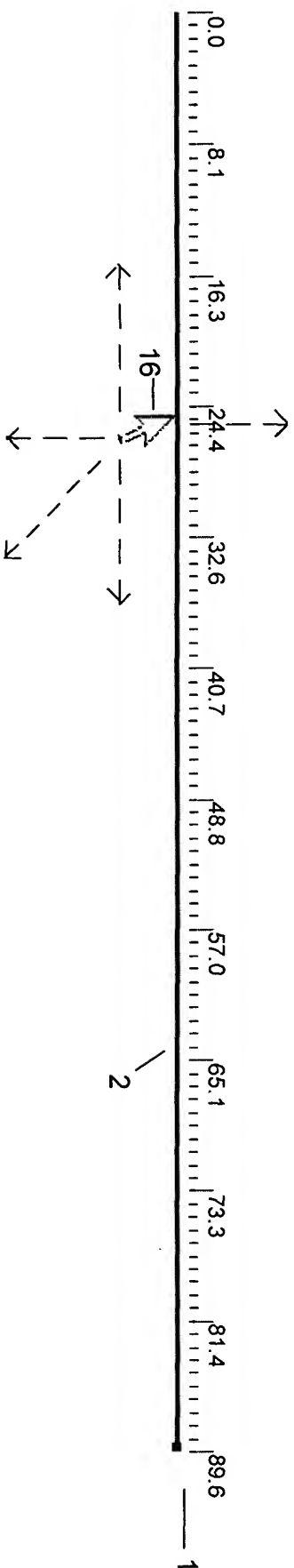


Figure 14

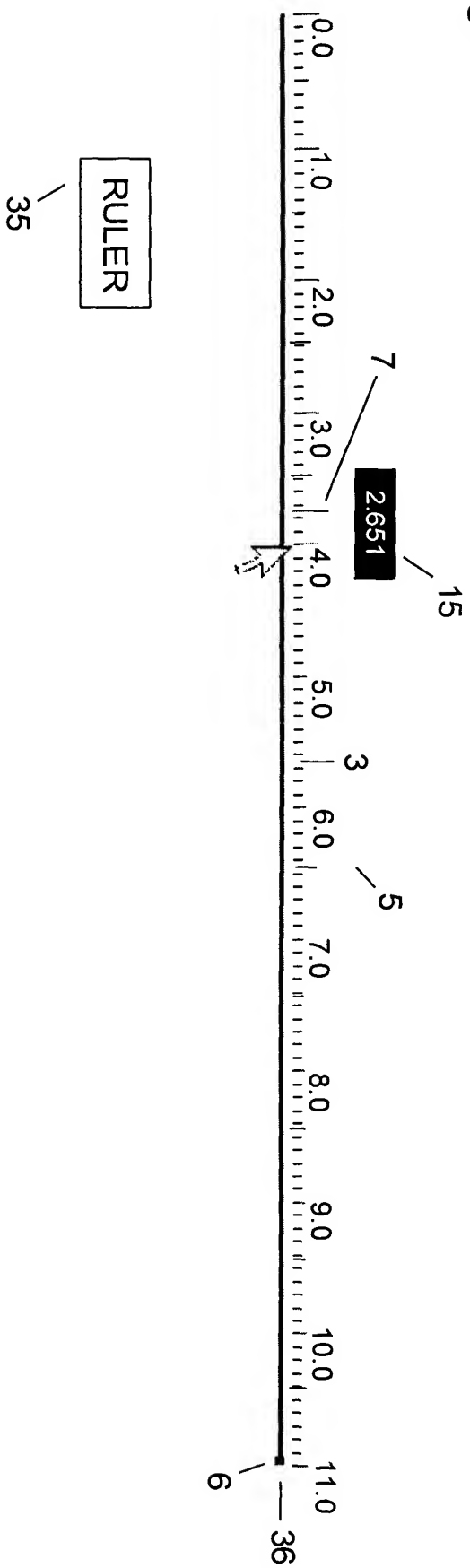


Figure 15

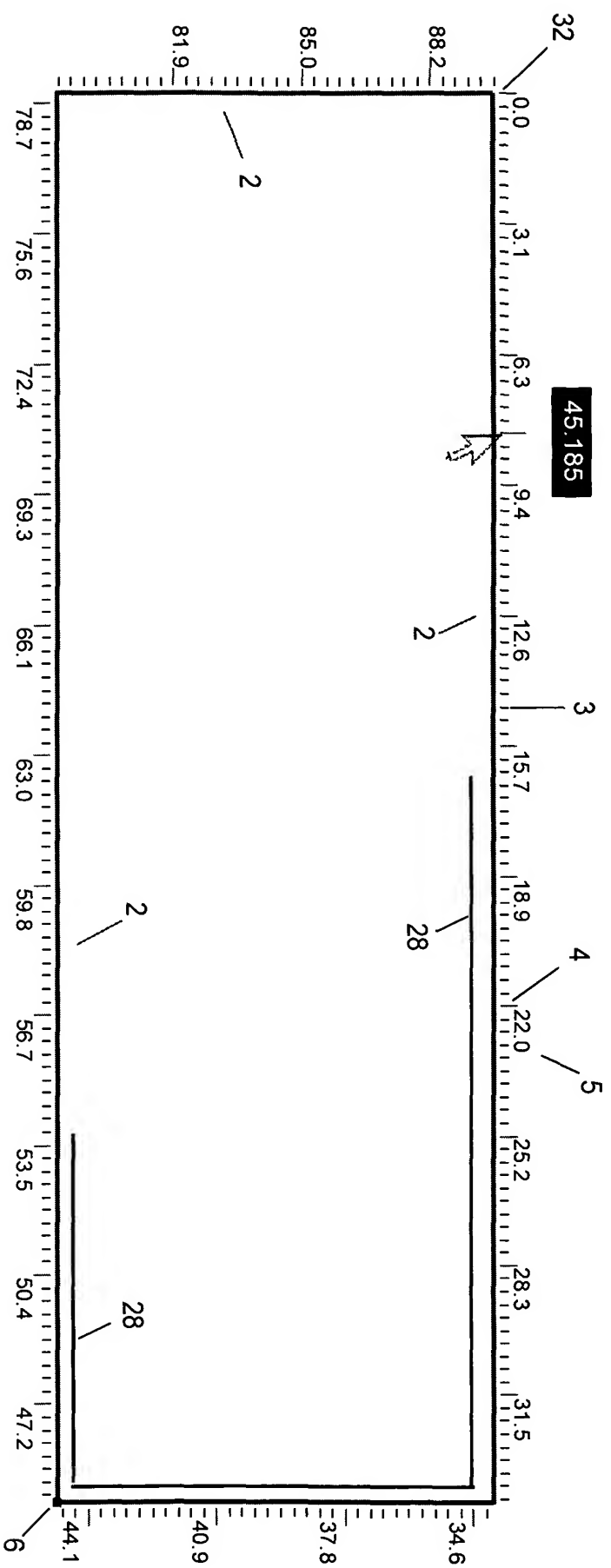


Figure 16

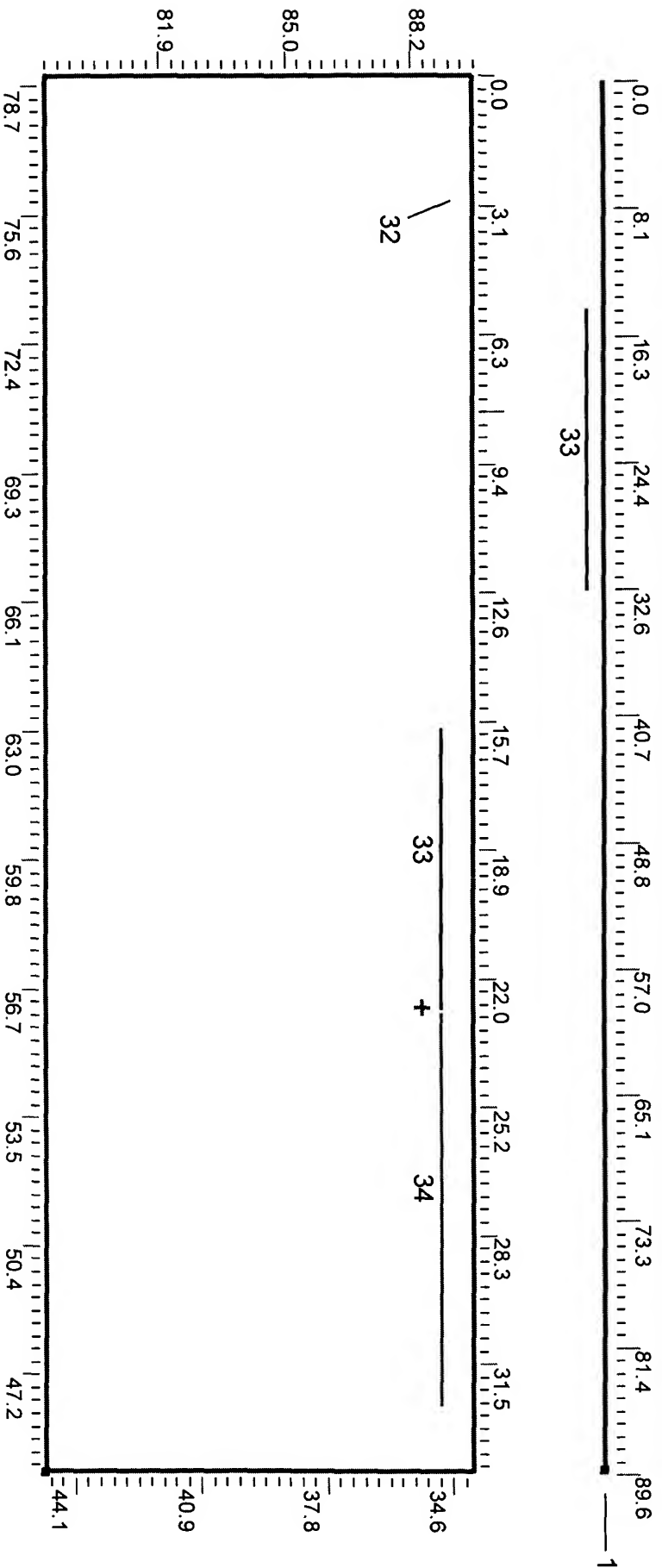
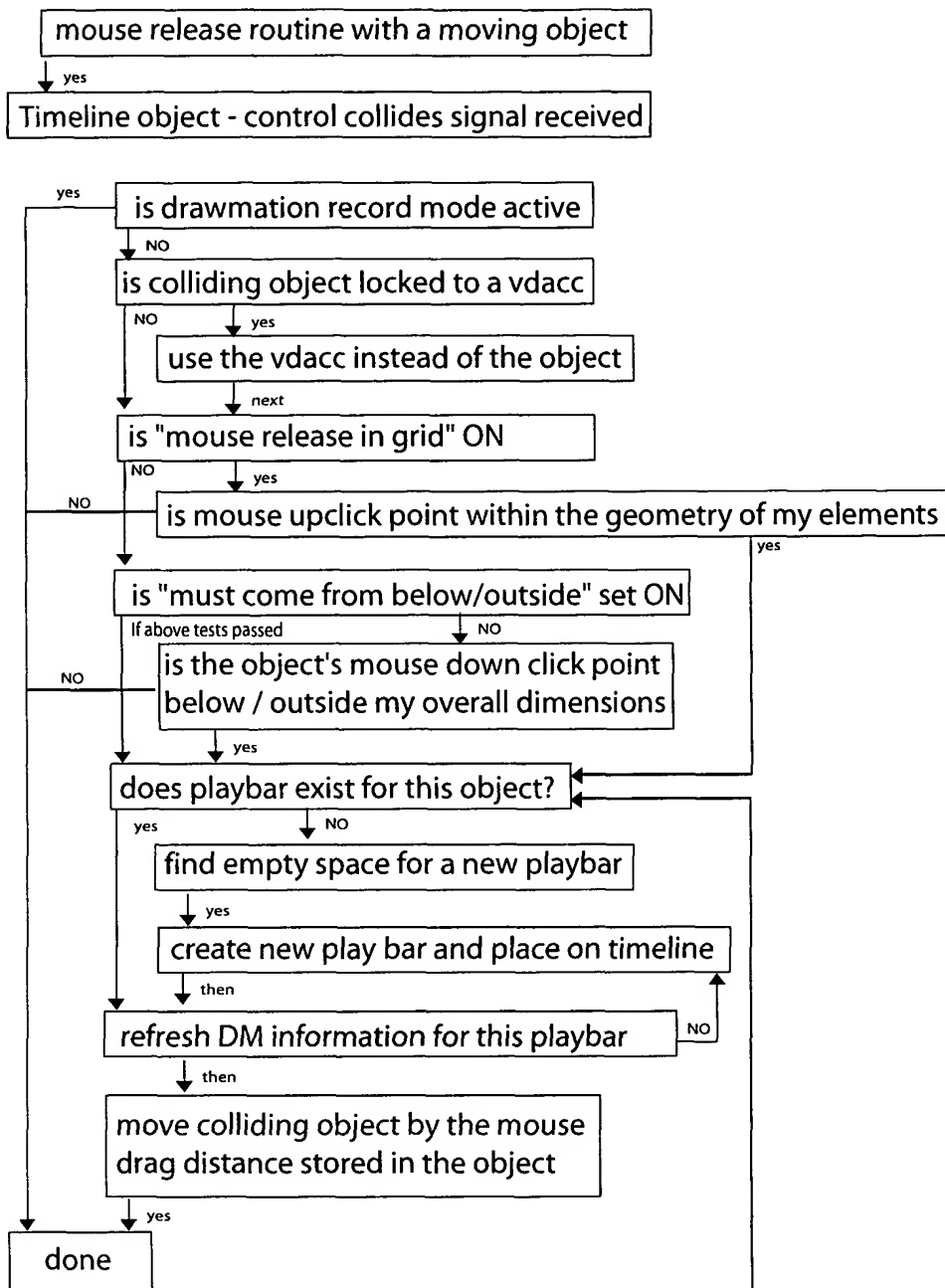


Figure 17: Getting a playbar

method 1 - drag and drop



method 2 - Using the info canvas

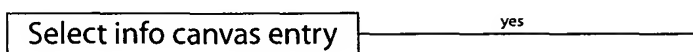


Figure 18: Getting Drawmation Information for a playbar

To refresh the segments on a playbar

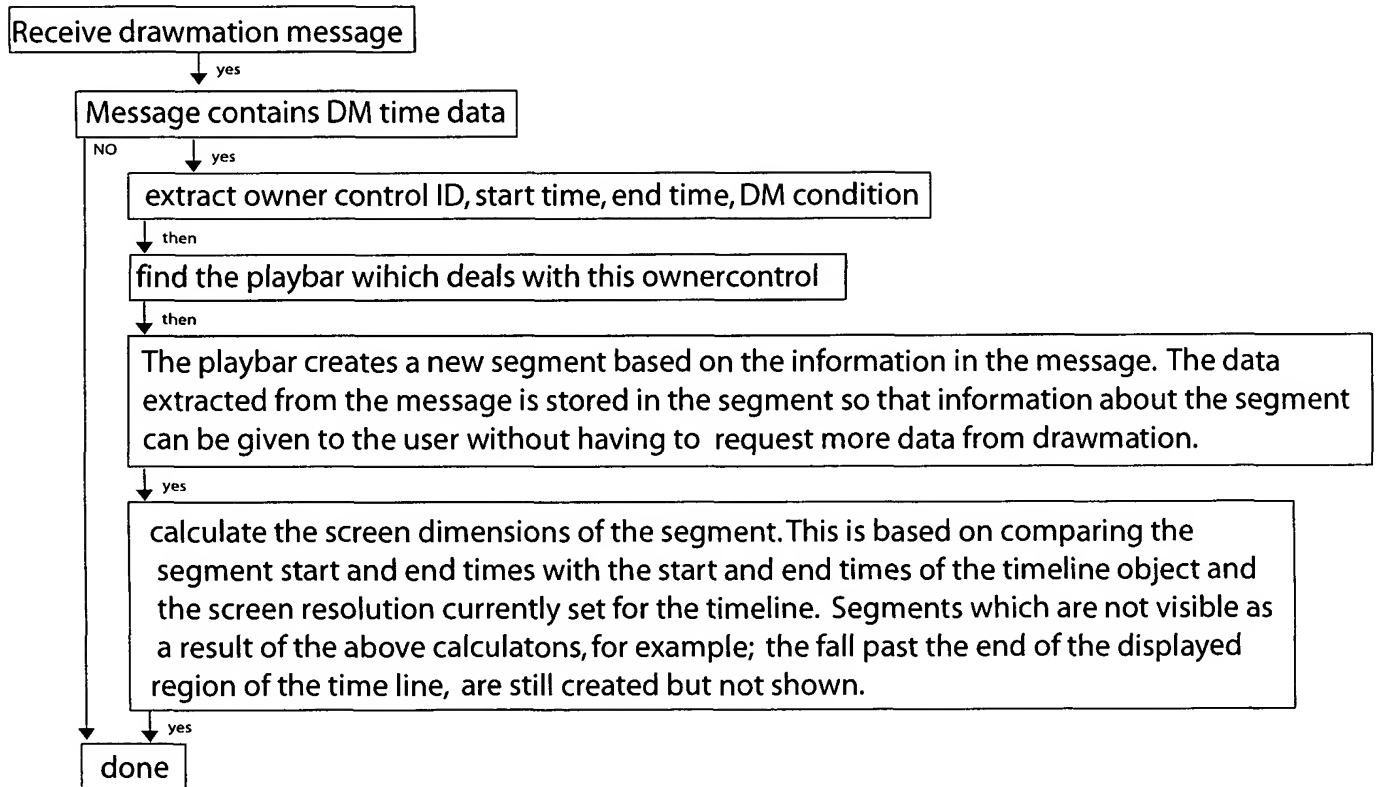
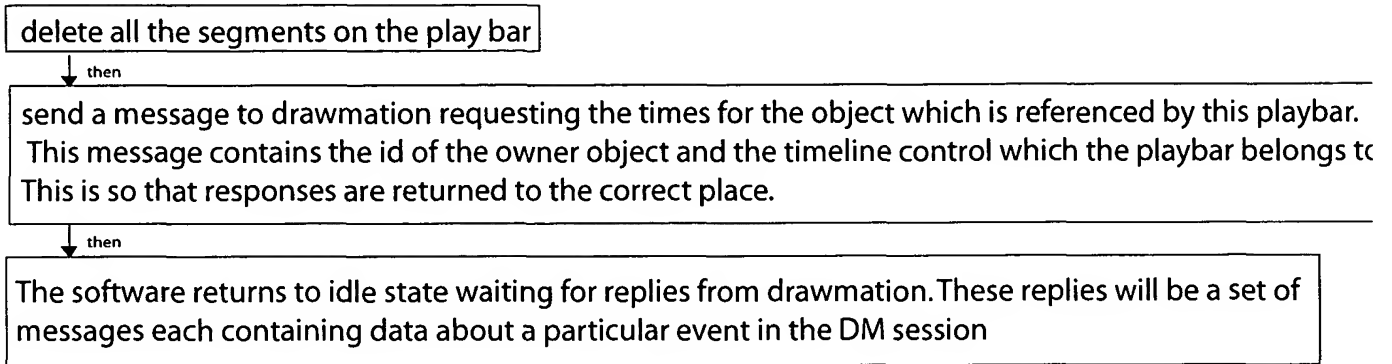


Figure 19: Configuring the timeline display using the mouse

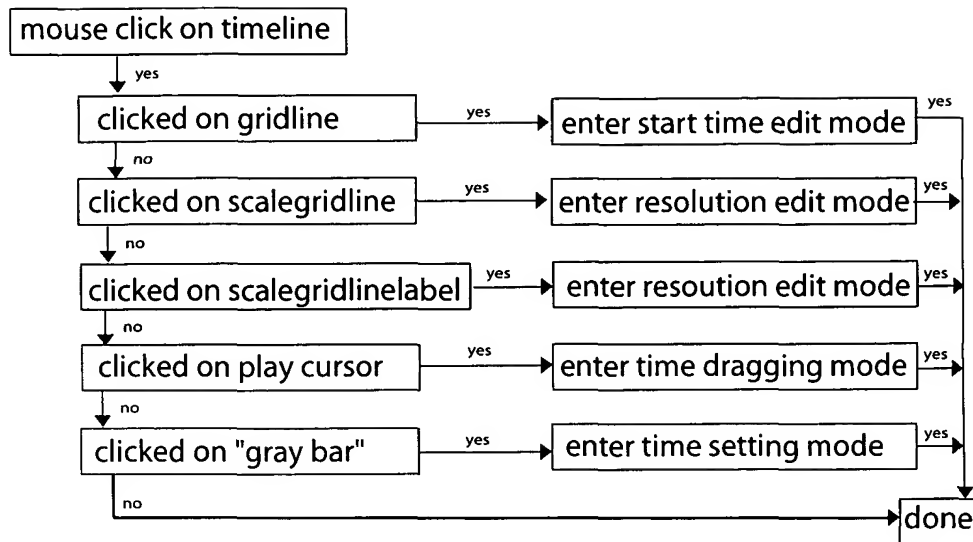


Figure 20:

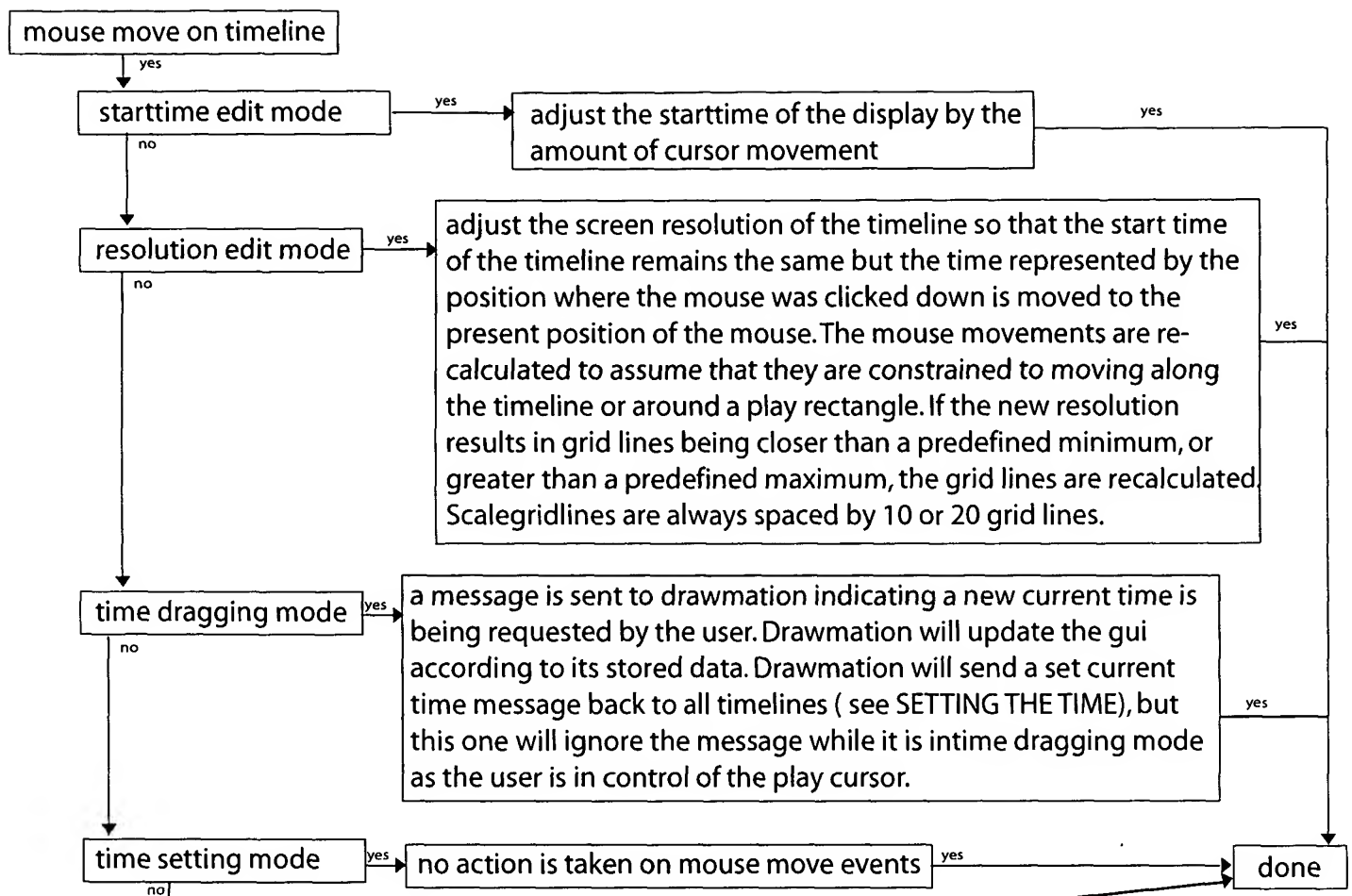


Figure 21:

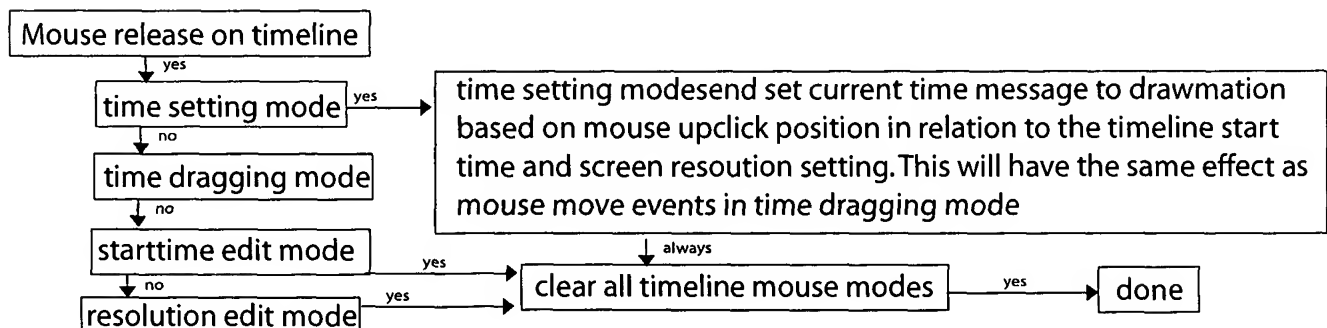


Figure 22: Setting the time

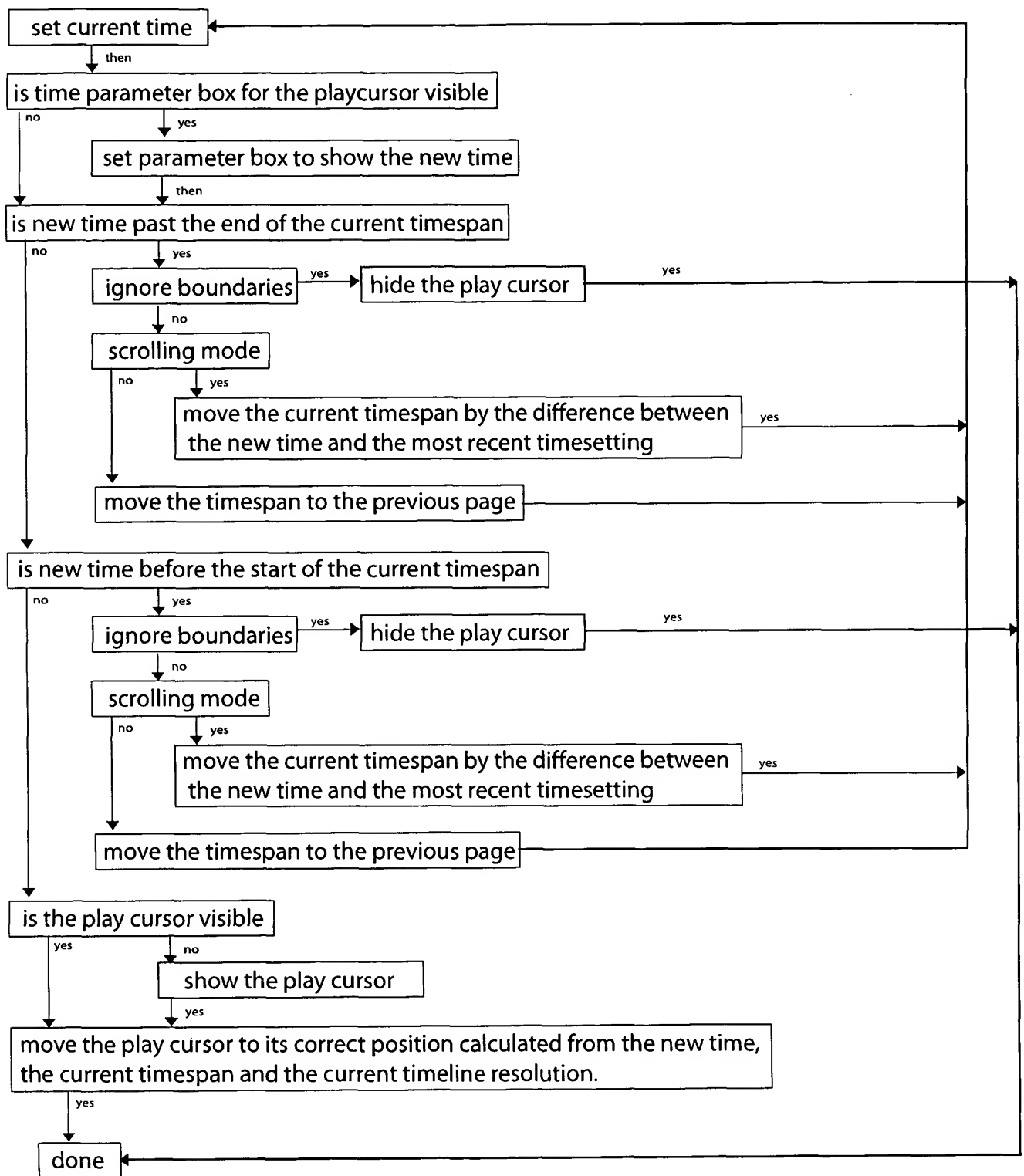


Figure 23: Copying an object

